

# KUNG-FU MASTER™

*For the Atari® 2600™  
and Compatible Systems*

*Martial Artist's Guide*

**ACTIVISION®**

## *One Goal, Many Levels*

The lovely Princess Victoria is being held captive in the Evil Wizard's temple. As the Kung-Fu Master, you're the only one powerful enough to rescue her.

The temple itself wouldn't pose that much of a problem. Except that it has five different levels. And each one is crawling with a tireless army of enemies.

Using your superb martial arts skills, you'll have to oust henchmen, knife-throwers, dragons, and a slew of other not-very-nice types.

If you manage to clean out everybody on a level, you'll automatically go to the next level. And your energy meter and timer will be reset.

Once you succeed in rescuing Princess Victoria, you'll be sent back down to the first floor for more kicking and punching and jumping. Only this time things will happen even faster and more furiously.

## *Start-Up*

1. Make sure that the power switch on your game system is **OFF**.
2. Insert the *Kung-Fu Master* cartridge as described in your game system owner's guide.
3. Turn the power switch to **ON**.
4. To begin play for a 1-player game, press the **GAME RESET** lever. To begin play for a 2-player game, press the **GAME SELECT** lever, then the **GAME RESET** lever.

## *What's on the Screen*

In the upper left quarter of the screen you'll notice some numbers and bars. Here's what's what:

### **Timer**

The first number—the one that keeps getting smaller—is your timer. When it reaches 200, a warning will sound to let you know that time's running out. And when the timer reaches zero, you lose your life.

### **Lives**

The number off to the right a bit (it starts at 3) is the number of lives you have left.

### **Score**

The lower number—the one that keeps increasing (you hope)—is your score. You earn points for destroying each opponent—unless you let him get too close before you punch or kick him.

### **Your Energy Bar**

The first bar, labeled **PLAYER**, indicates your energy level. When it runs out, so does your life.

### **Enemy Energy Bar**

The second bar, labeled **ENEMY**, is the energy meter for the final opponent in each level. You must deplete all of his energy to be able to go on to the next level.

**NOTE on two-player games:** In a two-player game, play alternates whenever a player loses a life. The second player's timer, score, and energy bar replace those of the first player, and so on. If one player loses all his lives, the other player continues without interruption until the game is over.



## *One Friend, Many Enemies*

Princess Victoria is your only friend in this treacherous temple. Everyone else—and everything else—is out to get you. Some of your enemies demonstrate their power in numbers. Others sport some nasty weapons. While still others—like the snakes—are completely indestructible.

You'll quickly learn the ins and outs of doing in your various opponents. Each type requires special handling. Here's a hint or two on how to handle them, just to get you started.

**Henchmen.** They're not that much of a threat for a Kung-Fu Master like you. One punch or kick should do it. Problem is, there's so many of them. And they come at you from both sides. Plus, they'll try to hold on to you and drain your energy.

**Knife-throwers.** Duck or jump to avoid their knives. And use two punches or kicks to knock these guys out of the game.

**Midgets.** These tumbling attackers approach you from either side. Sometimes it's best to get them with a low punch or kick.

**Dragon balls.** Inside each of these innocent-looking falling balls is a fire-breathing dragon, just waiting to singe your ghi off. Destroy the ball before it hits the ground using a single kick. Or duke it out with the dragon with punches or kicks.

**Snake baskets.** Like the dragons, these vile creatures fall from the sky disguised. Only these guys are hidden in baskets. Smash the baskets before they hit the ground. Or stay away from the scurrying snakes inside. Best to jump over them if you have to.

**Killer moths.** They'll fly around annoyingly, trying to sting you. Sting them first with a well-placed punch or kick.

**The Five Biggies.** At the end of each level there's one guy who's bigger and badder than all the others. He can't exactly kill you with one blow, but each of his hits will put a big dent in your energy level. So

if your energy is already low when you meet him, you could be in big trouble.

Here's who's who on each level:

Level 1—The Fist Fighter

Level 2—The Boomerang Thrower

Level 3—The Giant Kicker

Level 4—The Lightning Magician

Level 5—The Gang Master

## ***Total Control***

As an experienced Kung-Fu Master, you have total control of your every move, every punch, every kick. The key is knowing when and where to use each element of your martial artistry. The following instructions outline precisely what you need to do to execute each move:

**To move right or left,** move the joystick right or left.

**To jump,** push the joystick forward.

**To squat,** pull the joystick back.

**To kick high,** move the joystick to the right or left and press the button.

**To kick low,** pull the joystick back and press the button.

**To punch high,** push the joystick diagonally forward to the right or left and press the button.

**To punch low,** pull the joystick diagonally back to the right or left and press the button.

**To break a Henchman's hold,** jiggle the joystick rapidly from side to side.

## *Earning Points and Extra Lives*

You'll earn points for defeating your enemies. Some enemies are worth more points than others.

Any time left over at the end of a level is multiplied by 10 and added to your score. And any energy left over at the end of a level is multiplied by 100 and added to your score.

Here's what earns what:

ENEMY	POINTS PER KICK	POINTS PER PUNCH
Henchman	100	200
Knife Thrower	500	800
Midgets	200	300
Dragon Ball	2000	2000
Killer Moths	500	600
Fist Fighter	2000	2000
Boomerang Thrower	3000	3000
Giant Kicker	3000	3000
Lightning Magician	5000	5000
Gang Master	10,000	10,000

## *New Lives*

You'll be awarded an extra life at 75,000 points.

## *A Few Hints*

- Don't use punches and kicks randomly. A true martial artist knows when to apply them at just the right moment.
- Try to figure out which type of blow works best against which opponents. Most of them have certain weak spots.
- Don't try to battle the snake—just stay out of its way.
- Remember: no one opponent can kill you outright. But they all rob you of energy. So if an opponent happens to hit you just when your energy level is low enough, he may end up killing you.
- Keep a close eye on the timer. When it runs out, so does your life.



## ACTIVISION LIMITED 90-DAY WARRANTY

Activision, Inc. warrants to the original consumer purchaser of this computer software product that the recording medium on which the software programs are recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace, free of charge, any product discovered to be defective within such period upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase.

This warranty is limited to the recording medium containing the software program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above. EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.



## WARNING

Any attempt to duplicate this product may damage it. Such damage is not covered by the warranty.

## RETURNS

U.P.S. or registered mail is recommended for returns. For the best service, please be sure to—

1. Send the cartridge only.
2. Write the name of the product on the front of the package.
3. Enclose your return address, typed or printed clearly, inside the package.

Send to:

### WARRANTY REPLACEMENTS

Product Support  
Activision, Inc.  
3885 Bohannon Drive  
Menlo Park, CA 94025



**ACTIVISION®**

© 1987 Activision, Inc.

AG-039-03